

Benjamin Daniel Poole

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Education

University of North Carolina at Charlotte, <i>PhD in Computer Science</i>	2020-Expected 2026
University of North Carolina at Charlotte, <i>MS in Computer Science</i>	2018–2020
University of North Carolina at Charlotte, <i>BS in Computer Science</i>	2014–2018

Experience

Primary Instructor and Co-Instructor , UNC Charlotte – Charlotte, NC	2019-Present
<ul style="list-style-type: none">• Developed curriculum for and instructed intro ML and applied ML courses with 50+ students.• Gained vital communication skills for teaching difficult technical concepts and how to create intuitive material for students from all background.	
Data Analytics Intern , Klarrio – Apex, NC	May-Aug 2019
<ul style="list-style-type: none">• Helped research and prototype stateful streaming prototype using Pulsar for visualizing Twitter analytics data using AWS, Pulsar, Docker, Python, and Java.• Demonstrated the usability of new streaming technology for the company to integrate into their workflow.	
Software Engineer Intern , IBM – Durham, NC	May-Aug 2017
<ul style="list-style-type: none">• Worked alongside of developers and users to develop quality of life CLI tools for IBM's cloud open source FaaS project OpenWhisk.• Implemented CLI tools in Go and developed production level test cases in Scala.	

Projects

Interactive Reinforcement Learning (https://github.com/RL-BCI-Lab/intrl)	2023-Present
<ul style="list-style-type: none">• Designed novel code base for interactive RL, allowing for humans to capture demonstrations and feedback for training RL agents.• Implemented various imitation algorithms and designed a novel algorithm to directly manipulate an agent's action distribution using human feedback.	
GC4EPTN (github.com/RL-BCI-Lab/gc4eptn)	2023-2024
<ul style="list-style-type: none">• Researched Guassian graphical models for graph construction of electrical power transmission networks using a real-time simulated time series dataset.• Gained experience as machine learning project lead and collaborating with domain specialists for data gathering.	
DeepBCI (github.com/RL-BCI-Lab/deepbci)	2021-2022
<ul style="list-style-type: none">• Led project investigating the transferability of machine learning models when classifying variations in error-related potential brain signals.• Designed and ran experiments for collecting BCI time series data across multiple subjects. Developed code base for preprocessing, visualizing, and training CNN/SVM models.	
OpenWhisk CLI Development <ul style="list-style-type: none">• Developed quality-of-life updates for users and developers using OpenWhisk's command line API.• Merged multiple projects: Last Flag, Bashauto, Limit HTTP Body, Alphabetize Listings	

Publications

Data-Driven Graph Construction of Power Flow Graphs for Electric Power Transmission Networks. ICMLA, 2024.
Towards interactive reinforcement learning with intrinsic feedback. Neurocomputing, 2024.
10.1016/j.neucom.2024.127628
Error-related Potential Variability: Exploring the Effects on Classification and Transferability, SSCI, 2022.
10.1109/SSCI51031.2022.10022137

Technical Skills

Languages: Python, Java, Go, C#

Expertise: Machine learning, Reinforcement Learning, Graph Structure Learning, Linear Algebra. Statistics

Tools: PyTorch, TensorFlow, Keras, Sklearn, NumPy, Git, Docker, Linux, Slurm